

Chronicles of Netheril Campaign Epilogue

With the final blow struck to the core of Allabar, the entire room shakes violently. The core implodes on itself, with a gravitational pull that brings everything and everyone within a few miles into it to be crushed in a surge of energy. Then the planet explodes outwards in the sky, with chunks flying into realspace, some joining the various meteors known as the tears of Selûne, and a few crashing onto Toril below, creating craters in lightly populated areas.

The people of Toril cheer below at this magnificent sight as the threat has been eliminated. The princes of Shade are not among them, however. High Prince Telamont Tanthul is enraged at his failure to take over the entire realms, and lashes out at his palace guards in utmost anger. Rivalen curses, as his mistress Shar looks down upon him, refusing to answer his prayers for a time.

The Heroes of Loudwater, Heroes of Spellgard, Saviours of the Grandfather Tree, guardians of the time stream, are now known throughout at the Heroes of Toril. But their mortal incarnations are no more, destroyed within the planet. But their essences live on in various ways...

And what of the many companions and realms that were touched by these heroes? Or even the villains that have survived their wrath? What have they done since last they met the heroes?

The now 10 Princes of Shade remain an ever-present threat in the realms. Their main interest seems to be in the upcoming Sundering that will hit the realms. They have failed in acquiring Spellgard or Gloomwrought, but they still have agents within each. They are ever watchful of the newly risen Netheril to the west, and when any ask, they consider themselves the true Netheril. All-out war may be inevitable, but Shade prefers to strike from the Shadows, weakening their enemy slowly.

Of the new Netheril, many of the arcane arts keep flocking to be a part of this re-risen empire with Karse floating high above the High Forest. They seem to have learned from their mistakes of the past, with their patron deity Karsus and his clergy reminding their people of the follies daily. They now seek to expand south, to the destroyed realm of Halruaa.

Spellgard is fully reconstructed as part of the new Netheril. The staff of the Monastery of the Precipice work daily to maintain the city. Lady Saharel remains within the Scepter Tower, and pilgrims are ever welcome to attempt to visit her, but she remains ever selective on who she manifests herself for, and whether or not she wishes to share their prophecy.

Lady Moonfire stands as Arcane Ruler of Karse, having assisted Karsus (then known as Curuvar) in many endeavors. She has relegated her Mayoral duties of Loudwater to retired Captain Harrowleaf. She is often seen sneaking out of her manor on lonely nights. It is whispered that where she goes to, what is left there upon her departure is naught but the stub of a stogy.

The current whereabouts of former Shade Prince Yder Tanthul are unknown. However, before his bizarre disappearance, Yder managed to completely destroy the Ordulin Maelstrom. This has weakened the hold Shade has over Sembia, and many hope it will eventually lead to their freedom from their grasp completely one day.

Morasha, great grandniece of Aumvor, managed to find the omnipotent Lich, Larloch with the information given her by Lamorak. She is now a Lich of great power herself, and along

with Aumvor, they plan to rule Netheril themselves one day. As immortal undead beings, time is their ally, and are thus in no rush.

Dernan Moonbrow, Silverstar of Selûne, has made residence within the reconstructed hidden temple of the Moonmaiden at the top of the Starmounts. There he serves his goddess in prayer.

Within the Shadowfell, Yaroll still runs the House of Black Lanterns, a beacon of hope for many lost travelers within that dark realm. Of the two mute children who have taken refuge within his establishment, they have not aged a day, despite the years that have gone by. Who, or what, might they be???

Also within the Shadowfell, Morda, priestess of the Raven Queen, has begun a pilgrimage to Letherna, due to the fact that her goddess has not answered any of her prayers in a while. Little does she know of the surprisingly familiar faces she will see there.

The Cult of the Dragon has not gotten over how Shade Netheril broke their alliance unexpectedly at the Well of Dragons. Still they plot to steal Netherse treasures from them. An alliance with Thay is also in the works.

The city of Arabel is quickly being reconstructed after the attack of the Tarrasque. With an embassy of Netheril within, they have many allies assisting with this task.

The Sky Reaper survives with the ingenious gnome Zippergwick at the helm. It roams the stars above in Realmspace, often being spotted docked near the tears of Selûne, trading goods with various other Spelljamming merchants from the multiverse.

Kurtalmak pouts regularly in his domain in hell, often whipping his worshippers in anger. For every other lash, he finds a way to fall on his ass like a bumbling buffoon, further fueling his anger.

Back in Loudwater, things have grown quiet. Garwan's curiosities has a new item for sale, that none seem to be able to afford. Garwan says it just appeared in his shop, and that it told him in his mind that it will be sold one day to a needful adventurer. This figurine of Wondrous Power of a Celestial Horse speaks to him daily, although to a casual observer, it looks like Garwan is simply talking to a statue with no response. As for the Spellscarred Sunsteen Urbeth, he tells many tall tales about the heroes over at the Green Tankard Tavern. These stories usually involve him as being part of the group. When asked why a statue of him is not erected in the city square along with those of the heroes, he usually says that he was too humble to allow such a statue to be constructed.

Garnik remains in the Shadowfell city of Gloomwrought, wherein he protects the weak from the oppressive evil that lurks ever within.

Korgull roams the High Forest north of Loudwater, selling his skills as a mercenary to various people.

Of the elf, Adrie, she has been spotted in that area as well, possibly hunting down the Eldreth Veluuthra.

Nalla has given birth to a very healthy baby, child of Illikan. With her child, she has visited Lady Saharel, and prophecy says that this child will bring back the tribe of barbarians, shamans and wardens that once guarded the slumbering Tarrasque.

Illikan lives on in the spirit world, a being of Primal Power that many call upon for power. His child already has begun to manifest his power. Many others who have heard of his great sacrifice to destroy the Book of Vile Darkness also hear the call of his spirit, tapping into his power.

Dirty Pig's recipes have become a realmwide sensation, served to the most prominent nobles from Waterdeep to Cormyr to Sembia. He remains in primordial form within his own corner of the Elemental Chaos, as master of cold. Many are those who tap into his power who wish to be just that much better at controlling ice and snow.

Temples to Voulge have been erected in almost every major city in the realms, as the population of various intelligent constructs rises. Many Warforged have risen through the ranks of his clergy to spread the word of this new deity of Faerûn.

The servants of Kelemvor aid the Lord of the dead in sorting out those who pass. Drake serves still at his side as an Angel, welcoming the dead to the Fugue as they make their way to their various resting places, while Ash and Erasmus act as his exarchs within Letherna in the Shadowfell, both as symbols of his opposition of undeath.

It is spoken in whispers that the coming of Allabar was due in part to Tharizdun, the Chained God and the Abyssal Plague. Others say it was merely a precursor to the Sundering. Regardless, all the events that led to it changed the face of the Realms forever, and were all a part of the Chronicles of Netheril.